

The fair was a great success, for us at least.

And then to speak of some still secondary circumstances: Friday (the first day of the HCC Days) bad weather struck our part of Europe, that lead to extreme problems in the Netherlands and Germany, for example: thousands of train travelers were stranded on the central station of Utrecht (in front of the Jaarbeurs, where the HCC Days were). From 3PM until late in the evening no trains were running. I have been told you couldn't set a step; everyone was pushed together in the mass.

But if that was all... After we had eaten with the usergroup members, I have been in a traffic-jam from 8 P; up to 1 AM at night! I have never experienced something like this! But fortunately I had company in my car, and the 3 days were very amusing.

I look forward to the next HCC Days!

Ben Versteeg

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SUC-SESSION

YOUR SPECTRUM - MAGAZIN

Issue 204 February 2006



Screen: *Smokin Turtle* by **z00m/TCG**

*Good things might take longer. SUC-
Session This time with 40 Pages*

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Publisher

The Spectrum-User-Club, formally known as the Spectrum-User-Club Wuppertal, is the oldest existing Spectrum-Club in Germany, the ASC is the only Spectrum-Club in Austria. Since 1998 the Club-Magazine SUC-SESSION and SCENE+ have been sent together to all club members. They are compiled from contributions produced by the editor(s) as well as the readers. We call on all readers to send in their contributions as text files on cassette, +D, Opus, MB02 or MS-DOS (Word or pure Text files) or handwritten, per e-mail or printed on paper to us.

Editor SUC : Benjamin Versteeg, Iserelaan 6, NL 5627 GL Eindhoven
e-mail: ben.versteeg@benophetinternet.nl, Transl.: Ian Spencer

Editor SCENE+ : Mirko Seidel, Neenstetter Str. 20, 89183 Breitingen
Tel.: 0049 7340 929505

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How can you become a Member

Membership is basically free but the main services, the clubs magazine SUC-SESSION and SCENE+ can be subscribed to individually or together.

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4) SCENE+ on Cassette	3,50 Euro	18,00 Euro
5) SCENE+ as a TAP-Download	1,50 Euro	8,00 Euro

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As reason for the payment please include the information : Packetnumber(s), for example Nr. 6 or 2 and 5 or whatever you want to order.

New members who are ordering the Diskette version of SCENE+ should state the required format, we have available MB02+, Opus, +D und now also D80/Didaktik. If you are ordering additional Disk's or Cassettes together with a Combi-Packet then the price for these must be added to the Subscription number. Any questions should simply contact us per E-mail or under: 0049-711-775033.

Ok Martijn (founder and holder of WoS), we will put you in the picture for a moment:



And here The Man is at work, together with Jeroen who could not be separated from his Spectrum:



Only a pity the first harddisk wasn't trustworthy. I really thought it was working. Pity. But for 10 euro I bought myself a nice replacement in the marketplace of the HCC. It wasn't that large (3 GB), but very quiet.

I still own a Spectrum +2 from Martijn. Thus, that has been said, so everyone can keep me to that.

As usual we were well looked after by the HCC:

And as well as the cubes of cheese we also got very great lunches etcetera etcetera...



Rudy Biesma drew much attention with his PS2 keyboard interface and I was very happy while finally building a 2.5 inch harddisk into my Sam:



There was a lot of interest for the retro-stands. Also young people who had never seen a Spectrum sometimes were astonished playing a game, varying from Pacman to Jetset Willy.

A last view of the stand with Johan and others; the joy and enthusiasm are really beaming from them, right?



I was looking forward that I could be 3 days at the party of the Sinclair Users Group stand this year, especially because I was prevented last year due to a double appointment.

Although 2 years ago I had to wait about 3 quarters of an hour in front of the entrance of the Jaarbeurs in Utrecht in a traffic-jam of computer-nerds, this time I could drive through without delay! I was able to park my car without any trouble in front of our stand.

Robert, Johan and some others were already present, but although we had a lot of space (did we really were the largest of the retro-usergroups???) there was nevertheless a slight lack of space with all of us Sinclair users.

An impression of what we brought with us:



So although our stand was well populated with real Sinclair - and Sam-users, the HCC Days are not only targeted to our business. No, the HCC (hobby computer club) is an organisation which finds a space for all known - and less well-known - hobbies that have something to do with computers.

But it clearly seems that some user groups, if they still exist, have few followers. The Commodore, the MSX and P2000 the stands were VERY very small.

„ok, and the Sinclair-stand then?“ - believe it or not – compared to the user groups named above Sinclair is still very much alive.

The intention is that next year there will be an island of retro-computer user groups instead of the separated chicken-units which we had this time.

Both the HCC-organisation and several user groups, including certainly the Sinclair user group, want this too. Here also you smell the rise (revival) of the retro-living.

(And what a delight it is playing Jean Michel Jarre's Oxygene from 1976 when thinking of retro-computing... But that is another favourite hobby)

A special occasion was the 10-year celebration of World of Spectrum, as you may have read at the beginning of this edition of Suc-Session.

Robert van der Veeke has done a considerably job on the ultimate Spectrum-poster!

On the World of Spectrum website the poster can be downloaded. There you will also find many pictures of the HCC Days.

Editorial

Hi all!

From Friday 25th thru Sunday 27th November, the great Dutch event 'HCC-dagen' was held in Holland (Utrecht, De Jaarbeurs). I was so lucky to be there again (all three days!) at the Sinclair User Group area.

Martijn van der Heide from World Of Spectrum (www.worldofspectrum.org) was also be present, celebrating 10 years of World of Spectrum.

Congrats Martijn! Congrats WoS!

WoS was promoted at the HCC-fair by a huge A0-poster (thanks to Robert van der Veeke for his artwork).

WORLD OF SPECTRUM
10 JAAR EN HET LOOPT NOG STEEDS

The official world archive for the Sinclair ZX Spectrum and the largest on-line gaming center on the Internet

Officially endorsed by Amstrad plc
(Yup, I think the site's great - Cliff Lawson)

Wat feitjes van de laatste 10 jaar Spectrum:

- Na heel veel hosting problemen nu al enige jaren stabiel
- De Spectrum scene is (weer) zeer actief op alle fronten
- Diverse tijdschriften, zowel elektronisch als papier, berichten weer of nog steeds over de Spectrum (inclusief Retro Gamer en GamesTM)
- Nieuwe Spectrum software wordt weer commercieel geproduceerd
- Spectrum software is zelfs te vinden op nieuwe (mobiele) platformen
- Diverse bekende programmeurs en hackers van weiser doen weer mee
- Internationale participatie (en internationaal team)
- Van relatief eenvoudige emulators gegroeid naar zeer complete Emulators voor bijna ieder denkbaar platform
- Ontwikkeling van het TZX file formaat en tools, de kern van het Spectrum Tape Preservation project
- De complete industrie in kaart gebracht
- Gegroeid van alleen software naar de totale experience, zoals hardware, tijdschriften en boeken, alsmede extra's voor programma's zoals de originele advertenties, cassette inlays, instructies en posters
- Heel veel copyrights achterhaald en toestemming voor gratis verspreiding gekregen
- Features toegevoegd zoals search engines, on-line spelen, stemmen, gastenboek en forums
- Erkenning van Amstrad (bij ons 7.5 jarg bestaan)
- Tientallen Spectrum websites zien komen en gaan

Nog wat meer feitjes over 10 jaar WoS:

- Dat bijna 300 Spectrum spelers herschreven zijn voor de PC of dat men er nog mee bezig is.
- Dat er sinds 1995 nog negentienhonderd nieuwe Spectrum programma's zijn verschenen.
- Dat diverse PC-games de remake richting de Spectrum gemaakt hebben.
- Dat als je 5 minuten per programma besteed dat te vinden is op WoS dat we dan over een maand of twee wel weer eens contact met je opnemen.
- Als je er werk van zou maken dan komt het naar op ongeveer 150 werkdagen van 8 uur.
- Dat er nog altijd zo'n 1700 programma's vermist worden, we weten dat ze er zijn, maar waar?

HCC SINCLAIR 81-06 WOS 95-05
STILL PLAYING THE GAME

You will find a description of the event in this magazine.

All that's left for me to say is I hope you will like this edition of Suc-session, and that I'm VERY busy with lot's of things, like trying to bring my study to an end in March 2006, expecting our first child in a couple of months, working at full-time job and trying to find some time for my hobbies ;)

But I'm sure we're all coping with the 'always too busy'-syndrome ;)

Have fun!

Regards,

Ben Versteeg

Readers Letters

Once again we have received a number of readers letters. Most of them were addressed to me and so I would like to remind everyone that I am no longer the editor of SUC-Session. Questions about the magazine should really go to Ben. As most are E-Mails here once again the address: ben.versteeg@benophetinternet.nl

So now our first letter:

Hello Thomas,

Of course I am also very happy that the SUC is to continue. Let's wait and see how it will look in the future.

Never-the-less I would like to know what is happening with the software in the future. Many club members have like myself paid for the magazine with +D Diskette and not received anything for a long time.

And that was the big advantage with you that everyone received the new software regularly. Some time ago I also offered Mirko my help, but I never received an answer. But first I have a small article for the next Info.

A short time ago I received a Sinclair Lightgun as a present from Wolfgang Haller (See the photo)

Of course I immediately connected it to my Spectrum +2/128K. But unfortunately nothing happened. It's not really possible to connect it incorrectly. The gun has a sort of telephone connector and there is only one socket on the Specci in which it would fit. For the software I tried a number of different games (mostly shoot-em up games). But sorry to say, nothing.

So here my question: Who has connected one of these pistols to his Specci and knows whether I have done anything wrongly or knows which games will react to the pistol.

Lothar Ebelshäuser, 53925 Kall, Am Alenberg 33

E-Mail : Eifelzwerge@t-online.de, Tel.: 02441/779071

Thanks for printing this letter and greetings from the Eifel.

Lothar



way endlessly. There was very much to see. Most importantly was of course to see the people. I knew Dieter Huckle so far only from e-mail and his mad stories in the SPC magazine. In addition, new faces were there and because of that we can also welcome Klaus-Peter Casper as a new reader of our magazine.



After using every minute to stay with our Spectrums, hunger lured us from the rooms to then drive to a restaurant in the evening, where Norbert Opitz as organizer had reserved a table. We had a lot of fun in the evening and could even draw a smile on the otherwise strict service every now and then. Who did not intend to also visit the meeting on Sunday said good-bye here, the others went into the b & b, which Norbert had booked us all in.



The next day began where the previous one had stopped, with a great meal, speaking of breakfast. Afterwards we went to our Spectrums again, though on this day it was not so long for me. Like many others I had to stop in time, in order to arrive at home at a human hour. The A9 is unfortunately filled with traffic-jams on Sundays, so that the return journey lasted into the night, although I took off at 3PM. The journey was besides all that worthwhile and you be will guaranteed all see me again next year.

My thanks here for Norbert Opitz for the outstanding organization as well as the culture federation Wittenberg for make the rooms available and the food supply for there very good prices. Next year again, but in new premises I've heard I. We will wait expectantly.

Te

HCC Days in Utrecht

HCC Tage 25-27 November 2005 - The Jaarbeurs, Utrecht, the Netherlands

Hello 8-bit fans,

The HCC Days in the Netherlands has been completed again - 3 days to enjoy everything there is to get in the computer world.

From 'untested' bargains to XBOX 360, from 8 bit retro to 64 bit 'no drivers available yes', from embroider-with-your-computer Users Group to.. Sinclair Users Group!

market, with the exhibitors also contributing to the expenses. However I think the most visitors gladly paid this amount.

I think the show will surely take place next year. Collectors who also want to profit, will be in place here surely, for the scene-members however there would still be some work to do, to make them come to the event.



Te

Spectrology 2005

– One day in Wittenberg

It was time again, the year goes by faster than you think and in my case it was even 2 years that had past, because I failed to visit Spectrology 2004 because of preparation for an exam. This year couldn't stop me though, so I packed my meager things in my cabrio with my Spectrum things as well as a few things to sell and off I went.

As usual I arrive about an hour too late, because this and that comes into my mind. But I drove to Wittenberg passing many building sites thus arriving at approx. 1PM. At least the weather was beautiful and I could enjoy the journey... although the summer was not that remarkable in Germany, this day we had luck.

Anyone who does not have a Spectrum, will not understand naturally, how one can spend one of these rare beautiful days behind the computer, but the meeting in Wittenberg is more than just „sitting behind a computer“. When I arrived there around midday, the meeting was already very busy. I could convince Manfred he did not need that much space so I could settle my Spectrum next to his. That does not mean that the room in Wittenberg was small, but there were so many enthusiasts who all brought their Spectrums with them. I have to admit to a small Dutch enclave who also brought a PC and even two SAM's, but ok, as long as the Spectrum was emulated it's all in the green range.

Unfortunately no more space in the luggage for the Harmann Kardon boxes with Subwoofer, so that I could not expose the area with sound, but I believed this pleased some ears. The noise level was still loud by those well 10 connected Spectrums and consorts as well as some owners who were involved in Smalltalk. Amusing high point for me was Klaus Barths Spectrum with MB02, whose MB-Commander put the „FUCK OFF“ on the screen, after Klaus had probably annoyed the Spectrum with bad cable-links. The Spectrum lives, like I always said!

Above all there was again much hardware to see at this meeting. Manfred Doering tried to connect a ZX81 (who let that in) with a LCD monitor, Dieter Hucke clearly superseded his SAM colleague Wolfgang Haller with a bright keyboard, Ingo Truppel astonished with a flash-card on the MB02 instead of a harddisk and and and... I could continue in such a

Hello Lothar, firstly to SCENE+: I have mentioned a number of times that we have problems with SCENE+. But I had the impression that no-one was really interested. No-one seems to have complained to Mirko as to why he hasn't received any more diskettes. So that it seemed no-one was missing it very much or ? As well as this at least issue 60 was distributed last summer but only for the MB02. So I asked if anyone was interested in the other formats, but no reaction. Of course I also do think it is OK that Mirko simply doesn't seem to be doing anything any more but when there is so little cooperation from members, why should he work on something which no-one misses? Of course you could prove the opposite and bombard Mirko with letters. I think it just needs some motivation. So do it when you want to continue to receive SCENE+ or I think this story will come to an end. Just a comment to the pistol, Ben wrote:

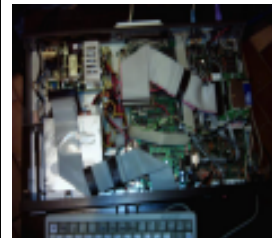
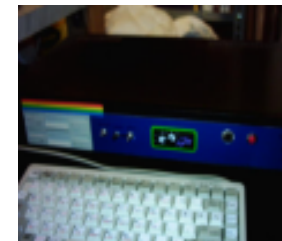
I've read about this in World of Spectrum (www.worldofspectrum.org).

If you search for 'Lightgun' then you will find the Sinclair Action Pack Lightgun games. This includes: Missile Ground Zero, Solar Invasion, Operation Wolf, Rookie, Robot Attack, Darts

Have fun!

Hello Thomas,

So after a long time once again an article from me. Including a couple of photo's of my Spectrum system and the CD-Player case in which it is built. Perhaps you can publish these.



As to the Spectrum meet in Wittenberg, this year I had the Spectrum +2, the MB-02 built into a PC AT-case. Though I wasn't 100% satisfied with this solution. It was somehow just too big and because of the fan and the drives it was rather noisy. Also there was sometimes a problem with the connection between the Spectrum and the MB-02. I was using a short bus extension but the cable itself was not the problem.

Club meets are the best chance to swap experiences and the meeting in Wittenberg this year was really super, once again thanks to Norbert Opitz for the organisation and also to the ladies of the ‚Kulturbund‘.

While in Wittenberg I had a number of strange experiences with my system (Marco and Norbert, you experienced it live !) Sometimes the copy program ran sometimes it just hung up. After a time the program which was working at the beginning decided, no now I don't want to work any more ! And the super report on the monitor „ Fuck off“. I was flabbergasted, it was enough to drive you mad. It was obvious to me I needed to make the connection between the Spectrum and the MB-02 as firm as possible, that is to solder it. And it was the correct decision !

After this there have been no more crashes or hangs.

Initially I had decided to build everything into a Commodore 128 D case. I thought it was really super how Wolfgang Haller and Dirk Berghöfer had done this with their SAM's.

Through luck I obtained the case from a defective CD- Player. A quick check that everything would fit in and then the decision to do it. I got rid of the hard-disk and replaced it with a 512MB C-Card. I was a bit worried whether the card would work and discussed it with Ingo Truppel but I needn't have worried it worked perfectly. I have created 240 drives on the card and each has 2MB capacity.

For the power I've used a small switching power supply without a fan. I can load the 5volt and the 12volt supplies with up to 4 Amps.

I'd now like to write about my experiences with the MB-02 and get a few questions off my chest.

After a long period of use I can say that it is very stable and fast, that is so long as you have cleared the contact problems to the Speccy efficiently, as with all peripherals. As this seems to be the main reason why something doesn't work or the MB-02 doesn't want to start. Though another problem can be a weak Z80 CPU. This can be tested by just connecting a short length of bus extender to the Spectrum and if the Spectrum no longer runs correctly then simply change the Z80 or replace it with a CMOS- CPU. I had this problem a long time ago and after swapping the CPU everything was fine.

The MB-02 also runs with the RTC chip without any restrictions. Though at the beginning I didn't think so but it was just the typical contact problems.

Something which has turned out to be a very useful tool is the the NMI – Menu in the version 1.31n. It's really well suited to working with the memory and the drives. And you can remove the flashing yellow border by pressing the NMI button.

What I can't get to work is the reading or running of .Z80 files though there are no problems with TAP- Files.

I use DISCOBOLOS 2.10 to convert to MB format. When I try to use the program Z80 or Z80run then after a short delay I get the message „ File too short“. Even if try using the MNI –Menu 1.31n I get the same result. So, how do I get it to work ? I would love to have an answer !

Bye till then, Klaus

Hello Klaus, I was able to admire your system in Wittenberg and when you have improved it even further than I can only say 'respect'. I think it's super! As to your Z80-File problem I can only say that as far as I know Discobolos is the wrong program to use for copying. I think you need to use the program DOS2DOS but I'm not an expert. I'm sure one of our readers will be able to help.

An E-Mail from Greece has reached us:

After we had bought and presented our tickets, we had 3 possibilities in which direction to go: an entrance hall, in which a few stands were built, a gallery, were there were several arcades and probably later on a competition would take place, as well as hall one, in which there seemed to be a lot of computers being used. Of course we directly went into that hall and we were greeted by... an Amiga 1200... after that a megadrive, a Virtual Gameboy... ah there you are: The first Spectrum.



Jonathan Cauldwell & Simon Ulliyat from Cronosoft

It was the stand from Cronosoft, the software house which has allowed for some years, programmers to sell their games through Retro computers. Here I went straight into discussion with Jonathan Cauldwell, who programmed some Spectrum games for Cronosoft in the last years. At the same time I could also find out there is a new innovative platform/Bingo game in the making. You may be curious. I also completed my collection and bought all Spectrum titles from Cronosoft, which I did not already have. New Spectrum software must be supported.

The journey continued passing a multiplicity of Retro dealers, who apparently are shooting like mushrooms from the soil in Great Britain. Some were well-known to me, some also still new. Nearly everyone however had something for the Spectrum in their shelves. Games were usually sold for 0,50 pence (approx. 70 cent). You could complete your collections here very cheaply. I had to hold myself back so as not to need some trucks to transport it all. I have no more space anyway.

After some interesting discussions among colleagues I was completely restless and visited the remaining parts of the show, above all the cafeteria. Bill was settled in the cafe, I however dared another round where I took another few pictures and got involved in some more discussions. Already quite early we exited with mixed feelings. It was more or less for the both of us first computer show, at which we did not have our own stand.

Altogether the journey was worthwhile, I saw very many Retro accessories and software from all ranges and of course many Spectrum things. What I missed however, were, except the Cronosoft stand, really innovative things. The Spectrums that were displayed, mostly were only using a tape recorder or sometimes an Interface 1. Where were the interfaces for haddisks, flash-cards, cd-rom? No MB02 or a demo-group? In principle it was a kind flea market with professional or Semi professional exhibitors. Also interesting, but I would have evenly gladly seen more novelties. There are actually enough of them, but these are apparently pulled especially to pure Spectrum-shows. Also it would have been fun to astonish the user of other systems with appropriate hardware or software.

Finally I would say the journey was great, but cost some money nevertheless. To that extent the 10 Pound (approximately 15 euro) admission fee played no great role in my travel budget, I find it however nevertheless rather expensive for a Retro computer flee

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9000 SAVE „LIFE" LINE 10
9010 STOP
9500 SAVE *"m"; 1; „life" LINE 10: VERIFY *"'m''; 1; „life"

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CGEUK 2005

After having not visited some meetings because of time problems due to many factors, it was time again. The appearance of the computer magazine RETROGAMER made it possible that a whole computer community of Retrofans have a magazine again and obviously there are also associated meetings in Great Britain. The place of the event, London, promises much: first of all it is a town with millions of inhabitants and secondly also for foreigners an acquaintance place with appropriate means of transport. Since the cheap fly-airlines are also flying from Stuttgart now, I only had to book a ticket in time to arrive faster and cheaper at this show than e.g. compared to the user meeting in Germany (Wittenberg, Cologne). I also connected this all with a visit and therefore I flew one day earlier, in order to drive with my old friend Bill Richardson on Saturday 13 August in the direction of south London.

„Old“ in the most true meaning of the word, Bill is with his 87 years probably the oldest Spectrum fan I know. We will leave it unspoken how we actually found the way to the Fairfield Halls in Croydon after some difficulties. Anyhow we still arrived in the morning and discovered a very well crowded hall.

Hello, I am George from Athens. I wanted to ask for your help. I bought an Opus-Drive from SINTECH many years ago and now I have a problem. Every time I write CAT 1, the Spectrum produces a „Disk i/o error“. Is the diskette drive defect or what is going on? If I put a new 1.44MB drive from a PC into it will it then work? Something else concerning my Spectrum +3. The red led is permanently on. What is wrong? It seems as if the drive is OK at least you can hear the sound of it running but I can't load anything from it. Thank you in advance, George Athanasopoulos

Hello George, I will try to help you. You can build a new drive into the Opus. But this drive must have a switch to select whether it is drive 1 or 2. PC- Drives have a switch position 0 for drive 1 and position 1 for drive 2. That is a little confusing. Newer PC drives are always Drive 2 (switch position 1) as their standard setting. Sometimes it's a solder link and sometimes a switch you need to set to change the setting. There are some drives which won't let you change the drive setting at all, here you can trick the drive with the cable but that's too complicated to describe here. For the Opus Drive 1 the switch setting must be 0 or try it as drive 2 which would normally mean with a PC Drive that you don't need to change anything.

Don't forget that the Opus is set up for DD Drives. If you use a HD Drive and HD Diskettes you need to cover up the HD recognition slot on the diskette. If the problem is not with the drive then it could be anything. That's not something that we can say here, this would be a case for our repair service. Of course the postage from Greece to here and back is very expensive. Now to the +3: With the +3 it's exactly the same with the drives. When you have built a new drive into it you must set the switch to position „0“, so that it can work as drive 1. However with the fault you describe it could be that the cable has been put on the wrong way round. Turn the cable through 180 degrees and maybe it will work then. Though if it was working before and suddenly stopped then the drive is defect and must be replaced or repaired.

Hello Thomas, many thanks for the free sample of SUC-Session. I really loved it. You can register me as a subscriber with a subscription for the PDF File, I can print it myself. I also enjoyed the meeting in Wittenberg (I've included 2 photo's). I will certainly be there again next year. Perhaps you can keep me informed as you did this year when there are new events coming up I would be grateful for a mail. Hearty greetings from Dessau, Klaus-Peter Casper

Hello Klaus-Peter, I was really happy to be able to greet you as a new reader even if you have had to wait a bit for the first issue of your subscription. We are trying to improve.

Hello Thomas,
as you will remember I bought a BetaDisk 128-IF from you in Wittenberg. I have connected it and I think it is working. But now I have some problems. I have the following Spectrum configuration: All of the components are built into a PC case (by the way using the the power supply for the Beta worked just as you recommended). I have a bus drive

on the output from the Spectrum (GDR – Development) and a bus where I can plug in all of the interfaces. Each interface has its own little circuit so that the computer knows whether it is being addressed and whether it's a read or write operation. So there are no fights on the bus and it all works just fine. Now to the Beta128. This additional circuit isn't on this device as it's not necessary. The whole thing only works in connection with the bus driver, where I use the unused connection B28.

Now my request, can you help me look for the connection for the Beta 128? You would need to open the device and look at the connections. I will send you a circuit diagram of the 48er Beta for comparison as I would like to use this circuit. It consists of a single 7403 IC. A couple of days ago Manfred Döring was here and we did some experimenting. He has some ideas and I'll send these to you as well. Can you help me with this problem? I would be very thankful. As I'm just an experimenter and 'circuit solderer' I've only got some basic knowledge.

So in the traditional Spectrum manner,
Lots of greetings Hans Schmidt

**Hello Hans,
You've managed to select just the wrong person. Hardware? Soldering? Building? I sometimes enjoy writing programs but I can't read a circuit diagram and after what you have built you certainly have more knowledge than I do.**

The only thing I can do is publish your request in the club magazine and hope that someone knows more. Sorry, I can't do more than that, I simply don't have the knowledge. Here for our readers the E-Mail address for Hans so that you can contact him: 520082574123-0001@T-Online.de

Hello Thomas!

I'm not sure if I have already asked you this question but I'll just ask it again:

As you know we create our adventure plans using the program Coreldraw. Whereby on my old Pentium system it's Coreldraw 3 and on Hubert's newer system Coreldraw 9. Up to now we have always sent the files in jpeg-Format. Unfortunately jpeg with Coreldraw produces very large files. Whereas a Coreldraw file is much smaller that's very important when you only have a modem for the Internet connection. So to my question, can you accept files in Coreldraw format (3 or 9 – depending on which computer was used to create the plan) ?

Greetings, Harald

**Hello Harald,
I have Corel Draw 8... so that shouldn't be a problem. But I think your problem lies elsewhere. It can't be that your JPEG files are larger. There is much less information in a JPEG file. It's much more likely that your settings for the picture are wrong. Ex. If it's not a colour picture and only black and white then you don't need 24 bit colour and can select Black and White. And then the resolution, your pictures are almost certainly using too high a resolution. Change that in your Corel Draw original then you will get really small JPEG files of only a few Kilobytes. I would prefer this as I can work with JPEGs without having to make the extra step of using Corel Draw.**

```

240 REM
300 INPUT „Bild mit Grenzen (-> K) oder als Torus (-> 1)? „;B
310 IF B AND B<>1 THEN GO TO 300
320 INPUT „Schnellstmögliche Generations- folge (-> 0) oder eine
    Genera- tion pro Tastendruck (-> 1)? „;G
330 IF G AND G<>1 THEN GO TO 320
340 LET P=256+G+G+B
350 RETURN
360 REM
400 RANDOMIZE P: RUN USR (AU)
410 RETURN
420 REM
1000 RESTORE : CLEAR 32767
1005 PRINT „Maschinencode wird erzeugt!“
1010 LET A=32768
1020 FOR Z=2000 TO 2070 STEP 10
1030 PRINT „Zeile „;Z;“: „;
1040 READ A$: LET S$=O
1050 IF LEN A$<4 OR LEN A$<2<.’,,INT (LEN A$/2) THEN GOTO 1200
1060 FOR I=1 TO LEN A$-2 STEP 2
1070 LET X=FN B(A$(I TO I+1))
1080 LET S=S+X
1090 POKE A,X: LET A=A+1
1100 NEXT I
1110 IF FN B(A$(I TO ))<>S-256*INT (S/256) THEN GO TO 1200
1120 PRINT „ok“
1130 NEXT Z
1140 PRINT „Maschinencode ist in Ordnung.“
1150 BEEP .3,30 PAUSE 100: RUN
1200 PRINT „fehlerhaft!“: STOP
2000 DATA
„3c181c39f80cd5e8221403022925caf32945c32085cfdcb30de21945c7ee6
f677cd05823004fdcb5ac6fdcb3e66cc1382c40e8211085c1a21a482010f00e
db120e8af120909095e2356d521945ce57ecb5f2006cb4f28021f1f1fd41382
dc0e82e17eed7f“
2010 DATA
„4b925cc90e000478fe6038020600ed43925c18a205f27280065f18f20c0c0d
cbb918ebcb96cbce189dcb618f8cb86cbde18f4cbc618f8cb8e18eccd9882f
d70cefdbc30de210088110188360001c349edb02183a001Q400118200d92100
400603c51e88f“
2020 DATA
„160406207ed9a7200309181f060423171730162bcbfeed5a342b342b34ed52
34ed52342342334193410e3d92310d5d92323d901e001091520c80120f8091
d20bf01000709c110b5fdcb3c4628332100a011c0d006821a8612231310f906
821a867723130e“
2030 DATA
„10f93e600e812182a01102a1081a861223131a867709eb09eb083d20ef1100
002183a0d92100880603c51e0816040620d901ff047e2307fe05380bfe08300
7cb11cb11131804cb21cb2110e879d9772477252310dbd92323d901e0010915

```


We come to the determination of the subsequent generations. Of course this cannot happen directly on the current screen, since this data represents the original data for the next screen which can be computed again and may not be changed. Therefore an algorithm is needed with this program that used about 19K of RAM, but is on the other hand, quite fast. Into this 19K 6K are reserved for a second screen memory and here one byte for each point of the representation including 1 point for a framework around the picture. The program examines each point of the original picture exactly once. If it is not set, absolutely nothing happens. Otherwise bit 7 of the associated work byte will become set and the eight logically neighbouring bytes are incremented. Imagine the work bytes in 98 lines with 130 bytes each. The framework in the main memory makes it possible to treat all points equal, wherever they are. For the presentation each byte must be gone through. Using a small machine routine it can be specified very quickly whether the appropriate pixels are to be set.

Enough about the program „LIFE“. The listing now follows for typing. We hope you will have a bit fun with it and you will not look at it too mathematically.

Just a hint to the listing. Since it was scanned with the help of a scanner it is despite careful checking not excluded that there were transfer errors. It would be nice if errors discovered by you would be published in this magazine, so that all users can profit from it.

Our thanks already for your assistance.

Till next time.

The listing:

```

10  REM          ***** LIFE
13  DEF FN A(X$)=CODE X$-48-39*(XI>"9")
17  DEF FN B(X$)=16*FN A(X$(1))+FN A(X$(2))
20  IF PEEK 33488<>128 THEN GO TO 1000
30  LET P=256: LET A=32768
40  CLS : PRINT ".....LIFE ....."
      "1 .. Editor"
      "2 .. Zufallsbelegung"
      "3 .. Parameterwahl"
      "4 .. Start"
50  LET I=INKEY$: IF I$="" THEN GO TO 50
60  IF I$<"1" OR I$>"4" THEN GO TO 50
70  GO BUB 100*VAL IV GO TO 40
80  REM
100 RANDOXIZE F: RUN USR (A+6)
110 RETURN
120 REM
200 INPUT "Anzahl der Individuen (100 - 5000):";N
210 IF N<100 OR N>5000 THEN GO TO 200
220 RANDOMIZE N: RUN USR A
230 RETURN

```

Hello please accept a quick question...

Will my OPUS Discovery also work on a 'normal' Sinclair 128K?

If yes, then I would really like to buy a Sinclair 128K or perhaps exchange for my Sinclair 128 +2 (which I also bought from you). How much would a 'normal' 128'er cost me when I would give you my 128 +2 in part exchange? Yours faithfully,
Larry Livingston

The Opus is should be equipped with a ROM for the Spectrum 128K and so should work with the +2 as well as the normal Spectrum. The 128K Spectrum though, has a number of disadvantages:

- **More expensive**
- **Smaller, therefore runs hotter which when used for long periods can cause crashes**
- **Poorer keyboard**
- **No built-in cassette drive**
- **No built-in joystick ports**

So I don't see any sense in an exchange, I personally prefer to use the +2. But if you really want to I will make you an offer.

The SUC and SINTECH are well liked abroad and so here a question from Italy:

Hello Mr. Eberle, I would like to buy the original Plus D with drive and cables and I would like to know can I use this Plus D with a Spectrum Plus 3 or exchange the 3.5 inch drive for the 3 inch original?

Can I also connect the Plus D to a Spectrum+ 128K?

Have you managed to find a 32K RAM Pack for the Spectrum? Sorry for all of these questions but when I find a RAM Pack and want to also connect a Joystick-Adapter can I connect both (The ZX Spectrum 16) and also add the Plus D, is that possible?
Lacopo Celli

Hello,

we do have a Plus D but not a 32K expansion at the moment. In principle the Plus D will work on the Spectrum +3, though you will then need a FIXIT. This is a little connector placed between the +3 and the Plus D and costs extra, but which we can supply. Though it will then only work in 48K mode. The +3 has it's own diskette drive and you can connect a 3.5 inch disk instead. Either you simply replace the internal drive or you can connect a second drive to the B Port of the Spectrum +3. You can use the same drive for this as for the Plus D, you will then just need a special cable which we can offer you. Or a complete set with extra drive, power supply and cable. The Plus D will of course work on the Spectrum 128k, but then you wont need the FIXIT.

In theory it is possible to connect a 32K module to the 16K Spectrum, a Joystick interface and also the Plus D. But I would advice against it because the whole thing is very unstable and the slightest movement can cause a short circuit and destroy the electronics. Also the Z80 can be overloaded when too many interfaces are connected

to the bus. Also as the contacts are not gold plated then the resistance can be too high (*The interfaces can in some cases draw more current than the poor old Z80 can provide, this can cause crashes, or prevent the Spectrum running at all – Ian*). Your questions are no problem I answer questions willingly.

Hello,

Do you have a prospect for the MB03 disk interfaces and expansion items (video digitiser...) Thanks !

Hello Herr Boyen,

The MB03 was never produced. We did describe it because there was a possibility to produce it if 50 people ordered it in advance. But in the last 3 years we have only just managed 10 orders altogether.

If you would like I will send you the users manual for the MB02. It isn't available but has been sold and it could be you can find one second hand. Though I think probably not, as usually people who own one don't as a rule want to sell it. Add-on's for the MB02 or MB03 were never really produced.

New readers are always welcome:

Hello Thomas, I hope you don't mind if I change to the 'Du' form (*'Du' is the German word for 'you' but only used for family and close friends, for everyone else it's 'Sie' - Ian*) as this is the normal form for most computer clubs. At the moment I am only a member of the ZX-Team but am interested in joining the Spectrum User Club, or is that automatic with a subscription for SUC-Session?

Greetings, Sven!

Hello Sven,

Sorry about the delay, Monday and Tuesday is always chaos here because all of the orders and questions from the weekend come together. I simply didn't get through them all. Of course no problem with using 'Du' here in the club, as a point of etikett I don't use it with customers.

By taking the magazine you are automatically a club member. Or in other words, the club is free and anyone can join. The main effort of the club is the magazine and that you already have. As well as this we have a home-page and also a forum, unfortunately the forum is no longer used. We will be opening a new forum in the near future.

And even more questions from Italy:

I have connected the drive to the Spectrum +3, the Spectrum see this as the 'B' drive. I used the command in 3 Basic – Format „b:“ (with an empty diskette) to write to the disk but nothing happened, I have made the connections correctly.

Can you tell me why? How can I format a 3.5 inch diskette? Can I also copy files from the 3 inch to the 3.5 inch diskette? How do I do that?

I would like to subscribe to the magazine with diskettes for the Plus 3.

LIFE

Good day everybody!!

The program which we want to look at today, should surely by name be known to most of us. It's about „the game of life“, usually briefly named as Life. The program itself doesn't have any actions which the user must do, because it is actually an application which serves only the maintenance and/or the explanation of the dynamic system. Nevertheless we want to regard its structure more closely and study the driving algorithm. As much as we know from the relevant literature, the philosophy comes from an American named Conway. The program tries in a very simple way to simulate the lowest level ways of survival, where the screen represents the habitats of these individuals. The computer then will compute using the given algorithm, the next generation of these individuals and represents them on the screen. If this new generation is computed, the old screen contents are deleted and the new population distribution is represented. If everything runs off with the appropriate speed, you can observe the evolution process quite well, which is inherited in this algorithm system. The word algorithm has a somewhat complicated meaning for many, but that it does not always have to be like that, as our algorithm that is used here will prove. An individual survives only when two or three of the eight surrounding fields are occupied. Such a population could for example look graphically in such a way whereby we want to show the individual with A and the surrounding fields with *. Are now two or three of these fields occupies, by a further individual, this population can further-exist.

Example:

```

      *
    *   *
  *   A   *
    *   *
      *

          *
        A   A
      *   A   *
        *   *
          A
  
```

A new population is born under the condition, on a free, so far empty field, if exactly three of the eight neighbour fields are occupied. From this it can easily be derived that both under- and over-population are deadly. The program printed here-after offers the possibility of producing a starting situation yourself, or changing a computer-generated initial situation with the editor. We have to consider the following key allocation:

The arrow keys (with or without CAPS SHIFTS) and ENTER move the cursor. The key 1 sets one point, key 0 deletes it again. With the keys S/C you set or clear. The key N shifts back again into the image mode. With SYMBOL SHIFT Q (Quit) you terminate the editor.

This program uses four screen-memory bits for the representation of an individual and obtains thus a resolution of 96*128=12288 bit. The program makes the use possible of a 'door' mode, with which then the program proceeds from the assumption that the edges of screen are connected. Thus we have just as many borders, as i.e. on a ball, so none. Since the simulator routine is in machine code, the computation of a generation lasts only approximately 1 second. An abort with the key X is possible at any time.

```

3000 DATA
,,2a3d5c22b05cfd363102cdb0162ab05c223d5c3e02cd01163e2ed7afcd0116
2a765c7cfe403007cf1922765ccffcd19ff28f638f9cdf5fedcfcfe3819cd0
1ffcd07ff28e4380ccdf5fe30f1fe20cc19ff28d6da67fe2bdd21190106ccd
73fe30023ef14d"
3010 DATA
,,feecacbfdfe20c401ffcd19ff3829fe222866fe3a2855fe3c2807fe3ec4e7
fe38e32b2230ffcd6dfe30177e23cde7fe38d3cd01ffcd07ffdadbfcdce7fe3
0f218cd7ecde7fe380d2b7e23cde7fe38052a30ff18d679fecb20abcd01ffcd
19ff3859cdf55b"
3020 DATA
,,fe388b3eec2b1899cd01ffcd19ffd212fd18443e5ccd01ffcd07ff383afe22
2880fe5c20f0237e2bfe5c20e77efe4138e2fe563006c64f232318dafa6138d
4fe7230d0c61e18f0cd01ffcd19ff3808cd01ffcd07ff30f82230ff21f0fde5
ed733d5ccd1711"
3030 DATA
,,lbelfdbcb007e20232a595ce5cda711fd3600ffcd2c0ff4631cd440ee17ecd
f5fe30d32ab05c223d5ccf08cdfb1978b128d6ed43495ced5b5d5c2a615c37e
d52e56069cd6e19c128bf115515d5c5030303032bed5b535cd5cd5516e12253
5cclc5132a6190"
3040 DATA
,,5c2b2bedb82a495cebc1702b712b732b72e12ab05c223d5c2a30ff22765cc3
c2fcdd21960006a50e005159cd98fecb7928031979c9dd21cefe06f8cd98fe3
7cb79c8e50521cefe094eel18e6e5d90600elcd22ff04dd4e00dd239128f4e6
7f200ac5d9f1e5"
3050 DATA
,,bb380f5f48180bd9dd2bddcb007edd2328f80420d3c9edf9f5eaafb8bc47
4f54cf474f5355c252414ec4bfa14153c34c4fc7534947cefe41d8fe5b3fd0f
e61d8fe7b3fc9fe30d8fe3a3fc9fd36000bc9e5cd810felc97ea737c823fe0d
2806fe2038f3e8"
3060 DATA
,,a7c9a737c9cd07ffd8fe20c018f7cd07ffd8fe613fd0fe7bd0d620c9d0"
9000 SAVE „ASCII->,Bas" LINE 2000
9010 STOP
9500 SAVE *"m"; 1;"bas" LINE 2000
9510 VERIFY *"m"; 1; „bas"
9520 STOP

```

© 2005 by Harald R. Lack, Möslstraße 15 a, 83024 Rosenheim und Hubert Kracher,
Schulweg 6, 83064 Raubling

I have seen that it is possible to connect the sound card of a pc with the Plus 3 using a cable and play files with winamp and TZX Player . How then can I copy the files to the 3.5inch B: drive?

With greetings from Italy, Lacopo Celli

Hello, it's true I forgot... the drive is drive 1 on the Plus D but is Drive 2 on the Spectrum +3. This means you need to switch the drive if you want to use drive1 as drive 2. But I can't explain exactly how that is done you might have to solder a switch on the drive, I just don't know. Every drive is different. If you could send me photo's of the drive, both top and bottom, maybe I could mark then with the necessary modification. I don't have that sort of drive here any more.

When you use a PC as a tape output and then want to make a copy on the +3 you need some copy software on the Spectrum. I don't have any, you would have to ask a +3 user. I have never used the +3 and don't have any copy software. I can print this letter in our magazine but it will take time till you get an answer, It might be quicker to as in the forum at WORLD OF SPECTRUM.

I have enclosed a diskette with copy software for the Plus D.

**You can subscribe to the magazine but not with +3 diskettes. But you can have Plus D. There aren't enough +3 users to make it worthwhile supporting this format. Here then the E-Mail address for anyone who would like to write to Lacopo its:
jacopoce@hotmail.com**

Event Calendar

Every 2nd and 4th Wednesday at 8 pm

Sinclair & Sam Meeting „Bovenveen“ Voorburg (NL)

14.01.2006

Sinclair & SAM Meeting Camminghalaan 2, Bunnik near Utrecht (NL)

04.03.2006

Sinclair & SAM Meeting Camminghalaan 2, Bunnik near Utrecht (NL)

10.03.2006 - 12.03.2006

The ZX81 will celebrate it's 25th year!! Fulda, Hessen

Visit the ZX-Team Webseite: www.zx81.de/english/_frame_e.htm

17.03.2006 -19.03.2006

Forever4-Party No further information available yet

22.04.2006 - 23.04.2006

Internationale Sinclair & Sam days Stein near Urmond / Maastricht (NL) SUG meets SPC!

10.06.2006

Sinclair & SAM Meeting Camminghalaan 2, Bunnik near Utrecht (NL)

01.07.2006 - 02.07.2006 (planned date)

Z-Fest 2006 8-Bit Fest mit special attention to CP/M.

Knickhagen, Hessen (DE)

Informationen auf: www.z-fest.de

16.09.2006

Sinclair & Sam Meeting

Camminghalaan 2, Bunnik near Utrecht (NL)

30.09.2006

Joyce meets Speccy & Sam Restaurant Margarethenkreuz,

Ittenbach (DE) Meeting of the Joyce User AG and the Spectrum & Sam Profi Club

These dates and more info can be found at:

www.benophetinternet.nl/hobby in the 'Meetings' section.

2006						
Mo	Di	Mi	Do	Fr	Sa	So
Januar						
						1
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Februar						
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März						
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April						
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August						
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September						
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November						
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News in Brief

News from World of Spectrum

- Jim Grimwood transcribed the MGT Plus D information manual (PDF and plain text).

- Velesoft provided a photo and the schematics of the Kempston Mouse.

New software / tools for Windows

WinTRD v1.0 by Alexandr Medvedev

- A TR-DOS disk managing utility for Windows NT/2000/XP/2003 [21/11/05]

EmuZWin Version 2.7 release 2.3 by Vladimir Kladov

- Should work in all versions of Windows, up to and including XP.

An additional add-on package is available as well, containing plug-in sources, documentation on plug-ins creation etc. (80,311 bytes)

In order to be able to work with the program meaningfully, it is important to change the address vector of the error routine. Because otherwise an error handling was introduced in case of an error by the ROM-routine RST08

and control of the program would go lost. Of course we want to avoid that. Therefore you put the address to your own error-routine on the stack and store the current conditions of the stack pointer in the system variable ERR_SP. In any case you should save the old value of ERR_SP, in order to be able to reset the normal condition.

In the following listing you can read the above statements again step for step. Much fun with converting. Perhaps someone will write his experiences about it in this magazine..

Until then.....

The listing:

TIP!!!

The following listing was read from the original listing using a scanner. By experience transfer errors are not to be excluded. We have checked the listing, but we can't however guarantee the accuracy. In the case of a question you can gladly contact us. We will try to correct possibly overseen errors immediately. Thank you.

```

1   REM ASCII-Text -> Basicprgm
10  DEF FN A(X$)=CODE X$-48-39*(X$>"9")
20  DEF FN B(X$)=16*FN A(X$(1))+FN A(X$(2))
2000 RESTORE : CLEAR 64699
2010 LET A=64700
2020 FOR Z=3060 TO 3060 STEP 10
2030 PRINT "Zeile ";Z;" ":
2040 READ A$: LET S=0
2050 IF LEN A$<4 OR LEN A$/2<>INT (LEN A$/2) THEN GO TO      2190
2060 FOR I=1 TO LEN A$-2 STEP 2
2070 LET X=FN B(A$(I TO I+1))
2080 LET S=S+X
2090 POKE A,X: LET A=A+1
2100 NEXT I
2110 IF FN B(A$(I TO ))<>S-256*INT (S/256) THEN GO TO      2190
2120 PRINT "ok"
2130 NEXT Z
2140 PRINT : PRINT "Programm „ASCII -> Basic“ ist","bereit."
2150 PRINT "Vorbereiten durch.,""CLEAR Adresse-1""LOAD CODE
Adresse",
        "RANDOMIZE Adresse"
2160 PRINT : PRINT "Starten durch.``RANDOMIZE USR 64700"
2170 PRINT: PRINT "Der Text muss durch ein Nullbyte abgeschlossen
sein."
2180 STOP
2190 PRINT "fehlerhaft!": STOP

```

length of the files, some seconds. The routine shows one point on the screen representing one line, so that you can see that the computer is doing something. The routine converts the usual basic conventions correctly into the Spectrum format. If graphics characters were particularly coded, it corresponds with these also. If a line transferred by telecommunications encounters an error or it isn't coded following the correct conventions one therefore cannot be interpreted correctly, it is made available to be edited manually. That is of course very comfortable. The place in which the syntax seems to be incorrect, is marked with an inverse question mark, as with the Spectrum admits. If the question mark is missing, the appropriate line number is already present in the produced code so far or in the beginning of the existing program. For safety reasons the program does not overwrite lines but „only“ attaches them to already existing lines. If the syntax of a line is characterized by a special Rom (e.g. Interface One), it is rejected as wrong. You can mark such lines by a REM and remove these again after the run of the routine. If a not-numeric character (e.g. a blank) is inserted at the first location of a line, the processing is broken off. With a push on the enter key the routine interrupts. A new RUN USR 64700 continues the program. Now we dedicate ourselves still to a few ROM-routines. They are needed for the input and control of basic lines:

EDITOR, \$0F2C

Input of a basic line. This will starting with the address which is indicated by the system variable E_LINE, put in the memory, not inserted into the program.

ADDRCHR, \$0F81

The accumulator contents is inserted as character at the address designated by K_CUR in the basic range.

REMVFP, \$11A7

All hidden representations of floating point numbers (produced by LSCAN) are removed from the line in the E_LINE field.

SETMIN, \$16B0

The temporary system ranges are deleted, in particular the editing space. K_CUR is set at the beginning of the editing space.

LINADR, \$196E

Search for a basic line with the number indicated by HL. If the search is successful, the ZERO flag is set and the address of the line is returned in HL. In the other case HL contains the address of the first line with higher numbers.

ELNNO, \$19FB

The number of the line within editing space is read and stored in BC.

LSCAN, \$1B17

This is a very efficient routine. It examines the syntax of the line within the editing space. When an error occurs here, a jump takes place to the error routine. With the next call of the editor a question mark stands at the failing location. Behind all numeric constants, their floating point value is indicated.

There also is a DOS version, EMUZ. [17/11/05]

New emulator-versions for Palm OS

ArmZX Version 1.4b (Shareware) von Warm Place

- Requires an ARM processor and a HiRes screen, running at least PalmOS 5. [17/11/05]

ZSpectrum version 1.1 by Sian Quade

- A port of ASpectrum from Alvaro Alea, Santiago Romero and others.

Written for the Tapwave Zodiac, a portable console/pda PalmOS compatible. [17/11/05]

Z-Fest (www.zfest.de)

I have never visited the Z-Fest site (I should be ashamed of myself), but there's a lot of interesting stories to read there.

Many visitors have written of their experience at past Z-fest events.

And of course you will find many nice pictures of this show!

The next Z-Fest 2006 will be held at July 1 and 2 in Fuldata-Knickhagen, Germany.

Read the announcement:

It's about time for you to check your rolodexes and calendars as another big event is casting its shadow ahead:

**Z-Fest 2006!**

on July 1 and 2, 2006 (most likely - yet to be confirmed) in the „Dorfgemeinschaftshaus“, Fuldata-Knickhagen starting at 10 o'clock in the morning, open end...

This invitation is meant for everyone interested in CP/M and Z80 computers, as well as for all friends of historical computing - since many historical computers can be seen there in action.

Anyway, what makes the Z-Fest unique compared to all other meetings of that kind, is its good vibrations and cosiness, not only because of the location, but also by the visitors themselves and naturally by our hosts, whose friendly and relaxed mentality creates rather the atmosphere of a party than just that of a regular computer meeting. Besides different hard- and software projects, the visitor will enjoy handmade cakes, coffee, movies and a comfortable meal on Saturday night, sometimes followed - as far as provided - by the joint visit of a local festivity in the vicinity of the meeting place.

Scheduled specials for the ZFest 2006:

- CP/M computers starting with the letter Z

- Of course, as always, the traditional Zfest-Award!

- Perhaps a very special, completely secret special ;-)

- ...

Got your own ideas for specials? Drop us a line!

About our meeting place:

Fuldatal-Knickhagen is situated in the north of Kassel, i.e. in the middle of Germany. A route description and hotel reservation possibilities can be found on this site (in German only, sorry).

For registration, requests and other hassles please contact: webmaster@zfest.de.

That's it, so happy computing to everybody! More info at www.zfest.de

„Joyce meets Speccy and SAM 2005“ – Ittenbach 1. Oktober 2005

From www.womoteam.de/Clubtreffen/Ittenbach_2005/ittenbach_2005.html:

Once again the two clubs meet, the Joyce User AG and our own club the Spectrum Profi Club Cologne have a joint event at Ittenbach. Both types of computer, the Joyce and the Spectrum and Sam are based on the Z80 processor but because of the different demands have completely different features and orientation. At the joint meet it's possible to take a look outside the for us familiar area of Spectrum computing. For the Joyce users this is also the annual general meeting. And the prizes for the Demmi-Contest will also be announced (you can read the results here)

Pictures: womoteam.de/ftp/Ittenbach-2005/index.html

News from the 8-bit Company

I found a new product from the 8-bit Company (www.8bc.com/sinclair): the MB-HDD 2.



„Description: New version of MB-HDD. New scheme, better compatibility & new design“

There is a link for the Gal-chip code!

Amstrad pulls em@iler from shelves

No more retail for integrated device

Amstrad's integrated phone and email device is being withdrawn from retail sale after poor sales this year provoked the company to pull the emailer.

Amstrad shifted 61,000 units during the year - which Amstrad described as: „currently the worst high street retail market for many years“. The board is writing off £5.7m to cover anticipated costs.

Amstrad Plc made a profit before tax of £19.1m on turnover of £102.5m for the year ended 30 June 2005. It expects to continue collecting usage revenue of £7.3m from the 429,000 installed devices.

The group will be putting its faith in the modestly-titled Sir Alan Sugar Enterprise Scheme or SASES - essentially a way to encourage customers to become sellers of products in exchange for changing levels of commission.

You can use the keys O P Q A or the Sinclair Joystick on port #1 to control Moggy. But beware, it ain't as easy as it looks: the state in which Moggy is at (i.e. he's drunk!) makes him response in an odd way to your commands. If he is running right at top speed and we press „DOWN“, the acceleration in this direction will be gradual, and the trajectory will describe a curve. If we want to decelerate, we have to press the opposite direction so the speed decreases little by little.

Load

- If you have a Spectrum 128K, +2 or +3 select the option 48 BASIC from the menu.
- Write LOAD „“ and press play on tape. The game will load automatically.

Concept and bytes: na_th_an.

Graphics: Beyker, Anjuel y na_th_an.

Music: Beyker.

Inlay and loading screen: na_th_an.

Greetings:

To Phobeous, Tony Brazil, the guys at Computer Emuzone, Remakes Zone, World Of Spectrum, speccy.org y every remaker and retro gamer in general. Thanks for still believing in the magic of true games!

ASCII - BAS

Dear fellow-user !!

Many computer users nowadays already use the possibility of downloading programs with an internet-connection from newsgroups or from so-called ftp-servers into their computer. Also for the Spectrum someone can download such programs from newsgroups. These are then usually available as ASCII-files. The program, which we want to focus on today, makes available a transformation with software into a BASIC program. The listing is relatively short and therefore coded very quickly. Caution with the numbers of the hexcodes, here an error occurs easily and then the endless bug-search follows. The use is quite simple actually and runs after the following steps:

1. Type listing and start
2. Reset Spectrum (use e.g. NEW)
3. Enter: CLEAR Address-1
4. LOAD ' ' ' ' CODE Address
5. RANDOMIZE Address
6. RUN USR 64700

Enough about operational sequence which always remains the same. The address is to be selected meaningfully in such a way that the text of the ASCII files (we regard it as source code) including the zero byte is placed directly before the routine beginning with 64700. You have to consider what to do before beginning. But after a little practice it soon will go relatively easily. Like always in life practice makes the master. But back to the program-control. The zero byte represents the eof-byte for the code. That is of course as end-identifier of great importance. The transformation will then take, depending on the

Lost among the craze, the evil Hibön the sorcerer, the greedy tetrarch from Boro, Goro, Sé and Pa, was about to execute his harmful plot: To achieve a higher magic power, he pretended to use bolote's vital energy, heavy on rays, lightnings and ectoplasms. He had chosen the best chance: the bolotes, drunk and docile, feeling like never giving up partying, won't resist at all. Like the legendary Hamelin flute player, he would mislead them to „keep partying elsewhere“, and that was exactly what he did. Forming a huge caravan, the bolotes submissively left the Canutos forest heading to Hibön's realms.

Moggy, the key figure of all parties, didn't have a good one that night. Somewhat away from the binge, he was sleeping it off way too soon. The mouthwashes from the Fairies and spiritis were making a mess in his stomach, and his mouth still burned for smoking of all those herbs from around the river, when he got up feeling lost, maybe awoken by the deafening silence which had spread across the whole valey.

Stumbling, and without a complete control upon his moves, he discovered in awe that, in the far, really too much far away, a stooped shape guided the whole population of Mu to a dark horizon. Trying to focus with his reddened eyes, he soon recognized the figure as Hibön. That couldn't be anything good, so, the best he could, he began a dangerous trip to rescue his friends.

How this is played

The sorcerer had been setting each bolote, heavy on drugs and tied to the floor using a magical seal, in each one of the 25 meadows which exist from the Canutos forests to his own realms. Hibön, completely unknowing Moggy didn't follow the other bolotes, was sure about having set each bolote in an strategic place so they could serve as energy streams everywhere he went.

Moggy's task is freeing his friends from their seals. Because those magic seals, the bolotes had become bright pink, and that helped Moggy to distinguish them in the darkness. Moggy first thought that it shouldn't be much too hard: he just had to go from friend to friend breaking their seals. Nevertheless, he wasn't fully conscious about the dangers which awaited him.

First of all, the meadows were full of poisoned bushes, coloured in fosforescent green. With the slightest friction, the bushes segregated a poison which weakened the guy who had the fad fortune to touch them. Besides, some ranos, paid by Hibön, cared about what happened in the Meadows. And, what's more, Moggy was still a bit drunk and that wasn't gonna help him move in a gracious way!

However, Moggy knew that saving his fellas was his duty. Drunken or not, that was something he had to do! Heroes never choose the situations, so even if this one looked really adverse, he couldn't just lie and sleep it off!

Gameplay

Your goal in each screen is getting each one of your pink friends, avoiding touching the green bushes.

The company is already selling a „unique face care system“ using the power of SASES. First you buy the product for £129 and sign up for an account. Then, once you persuade some other punter to buy an electric face-cloth, you receive £15 in commission - sell to just eleven people and you've paid for your clean face and have a quid to spend on soap.

Additionally, you receive commission should any of the people you sign up go on to sell further machines.

Full financial results from Amstrad are found at: www.amstrad.com/news_latest.html.

Raww.org closed! Or not?

Oh no!!! One of my favourite sites has closed! They seem to have a problem with their hosting provider.

So no news from there at the moment. I hope they will be back online soon!

05-12-2005: Stop the press!!!

Back. Again. Again.

Posted by: [icabod](#) on Sunday, December 04, 2005 - 05:43 PM

Hello, remember me? I'm raww.org, the ZX Demoscene news site.

Ok, enough with the silliness. raww.org has moved over to a new host, so I've been busy getting the system up-n-running. There will no doubt be some issues, and I still need to play about with some config settings and wotnot, but it should all be running after a fashion. If you spot anything that's obviously not working properly, drop me an email and let me know. For now, I need some coffee to keep my head active.

Oh yes! They are back online! Thank you, thank you!!! I wrote Rob Cooper an e-mail about what happened:

*Hey there,
I would REALLY be disappointed if raww.org would end...What is really the situation of raww.org? Is it only the hosting that is becoming a problem?
Are you still owner of the domain?...
Regards, Ben Versteeg*

But it all wasn't as bad as I thought:

*Hi.
Hehe. Don't worry, raww.org is not going to end. raww.net is.
raww.net is the server on which raww.org used to be hosted — but I can't keep the server, so I've moved raww.org to another host :) I'll add something to raww.org to clarify it.
The website will continue to run. I just won't be hosting other people's websites any more.*

Cheers, ,bod

Tips + Tricks

Adventuresolution SPIDERMAN

Dear fellow-user!!

Who doesn't know them, the numerous fantasy figures which very often land on our doormat in the form of cartoons in magazines.

In the past figures from the series of Marvel superheroes existed only as heroes from obscure adventures.

On adventure-sites Scott Adam has above all dedicated himself to the conversion of these events, and wrote a set of adventure programs about these figures. In our current program we directly meet a whole set of them, e.g. madame Web, the ring master, Dr. Octopus, Electro, Doc Connors, Ice Man and the Sandman to name some.

In the year 1984 Adventure international published the program Spiderman, also known as Questprobe 2, from Scott Adam with a Spectrum-adaption by Brian Howarth. The adventures from Scott Adam were difficult to solve. Honestly said, there are simpler adventures, but where would one remain without a challenge. The premises which are integrated in the adventure, extend over a quite substantial number of locations, whereby however only 31 areas must be explored for the solution.

Particularly into the various Hallways exits again and again were located in all possible directions, and which not rarely contribute to the confusion. Therefore we advice you to stick to the printed solution method, because you will not end up off the right track this way.

So what is our task in this program?

Now, it probably speaks for itself that we taking over the role of the good person and therefore naturally play Spiderman. The Adventure takes place in a skyscraper with penthouse. In the entire complex there are some jewels including a so-called „Bio-Gem“, which we must find and take to Madame Web. Only then is our task finished and we can dedicate ourself again to other things. Enough about the play contents. Since we know enough about our forthcoming task now, we can dedicate ourselves more to the printed plan. As you see, the build is not too complicated and to our opinion one can orientate quite well within it.

Now we come to the descriptions of location without long detours:

- | | |
|--|---|
| 01) In a hallway A | 10) In a hallway B |
| 02) In a small office A / sand, crib, sandman, formula, gem | 11) In a small office B / acid, calcium carbonate, exotic chemicals |
| 03) In a waiting room A / elevator door, call button | 12) In a chem lab / calcium chloride |
| 04) In a dimly lit elevator shaft A | 13) In a small office C / Lizard, gem |
| 05) In a dimly lit elevator shaft B | 14) In a hallway C / bio gem |
| 06) In a dimly lit elevator shaft C | 15) In a small office D / Madame Web |
| 07) In a dimly lit elevator shaft D | 16) In a small office E / ice statue, ice block |
| 08) In a luxury penthouse/open shaft, thermostat, desk, couch, painting, clock, gem (2*) | 17) In a waiting room C / open shaft, wall mirror |
| 09) In a waiting room B / open shaft | |

New software for the ZX Spectrum: Moggy (CEZ Games Studio 2005)

2005 Wilko Schröter

Where is the NEW software for the ZX Spectrum? Here for example: on the Computer Emuzone site (CEZ) (<http://cezgs.computeremuzone.com>). Today I would like to present the game „Moggy“, which can be downloaded free of charge from the site. The program does not need explanation, but these can still be found on the web page above.

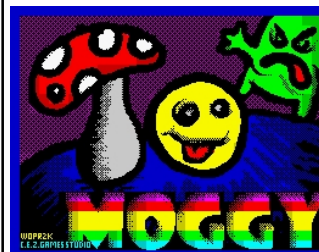
Description

The task is relatively simple: Moggy must find a way to free his purple-coloured friends, without affecting the green poisoned shrubs, and this within a certain time. Particularly tricky is the control that ensures that Moggy does not stop immediately when releasing the keys. The game consists of 25 levels, whereby the number of friends who have to be freed rises from level to level. The control is with keys or the interface 2. The program was programmed in C under use of Z88DK and SPLIB2, the source text is attached. Altogether the game is really nice visually, although the control is too complicated for me, so that I have only made it up to level 3 at normal emulator speed.

Keys Q - Up A - Down O - Left P - Right R - Exit

Tips & tricks

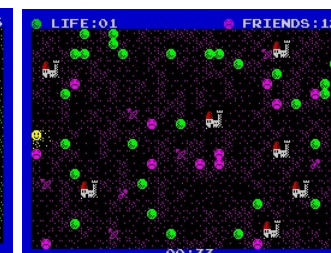
With an emulator you should in any case firstly reduce the speed. With 25% (!) speed I have gone though all levels. Only the green shrubs and the frog are really dangerous, all other objects can be annoying, but don't lead to loss of lives however. The Cheat key indicated in the source text („4“), that should let you jump to a next level, didn't have any function for me.



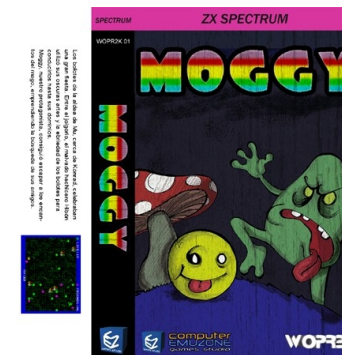
Ladescreen



Level 1



Level 13



Manual

In the Forest of Canutos, past the snowy peak of Hjihamabad, located in the Northern Noronstronski, the bolotes from the village of Mu, near Kónrad, were celebrating a big party. The joyful music sounded among the trees, the flavour of the winery and the big feast impregnated the ambience, thicker and more tasteful as the night went by.

retrieve information about a player of that team. Unfortunately only one player, this can be too little valuable information sometimes, but the Scout can give information about one player per week only. A bit unclear is also the result of the Scouts when he searched for qualified or talented players. This even lasts for 2 or 3 play-days and you click yourself through the number of the players. However one must bear in mind, you cannot click backwards. It also goes very fast and you easily miss a player.

There are also players who are set on the transfer list by their club. I assume these are to get for a better price, because the club wants to loose them. Otherwise I do not see any reason for the transfer list, while in reality each player is actually interesting to have, if the price is correct. Also own players can be set on the transfer and become and will then be sold for the momentary market value. It can be that you remain with all players for weeks – but be careful: sometimes all players are sold at once and if you put too many on the list, there are hardly enough players for the team list.



The playing day runs quite unspectacular, in scarce words the result, the goal scorers, the injuries and yellow and/or red cards is indicated. Then it repeats again. You are playing in two competitions, the league and the cup. The goal is of course to win both.

Infobox:

Positive: Very fast, nice pointer-graphics and control. Easy to understand, fast to enter.
 Negative: Only 1 association to the selection, no sound, the manual is very detailed, but nevertheless there are still details missing. Control partially too sensitively (pressing 1x longer and 2 players have jumped over), no multi-player option.
 Conclusion: Surely not a bad game, one is in it fast and nevertheless it can offer fun for a long time. Pleasingly Cronosoft now also sells products of Russian programmers. But completely mature the game doesn't seem to be here and there yet. Who wants to play alone anyway, the game is to recommend.

- | | |
|--|--|
| 18) On side of a skyscraper | 26) In a basement / Doctor Octopus, Electro, printing presses gem (3*), folded newspaper |
| 19) On an office ceiling / air intake mesh, strange mist | 27) In a paper room / gem, blank paper, dial |
| 20) In a ventilation duct / gem, large fan | 28) Floating in the sky |
| 21) In a maze of ducts A /gem | 29) In a small office F / gem |
| 22) In a maze of ducts B | 30) In a small office G / gem |
| 23) In a maze of ducts C | 31) In a computer lab / Ringmaster, knob, gem, computer keyboard |
| 24) In a maze of ducts D | |
| 25) In a maze of ducts F | |

Enough about the plan and the locations. Let's concentrate to the following gradual solution of this adventure. We start in a hallway.....

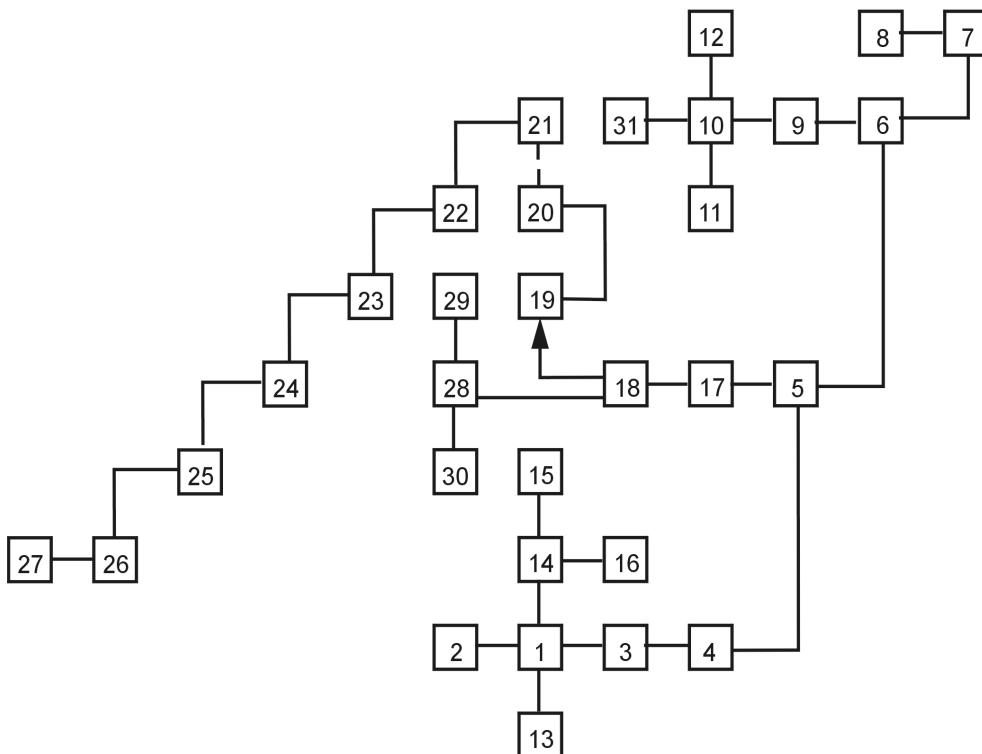
W, jump UP (Sandman rises from the sand), look crib (we find a formula here), GET formula, look crib (a jewel is here... if not, simply so repeat a couple of times, until it is visible), get gem, E, E, open door, go lift, U, U, U (something stops us here), look up (the soil of the elevator is in our way), push up, U, W, look painting (it is a framed portrait of J. J. Jameson), pull painting (at the picture a sheet of paper is fastened), get paper, read paper (it is a part of the net formula - it needs exotic chemicals), open desk, get gem, get couch, get desk (because we are Spiderman, we can easily carry these heavy articles — we needs them later on), look thermostat (it is set to 71 degrees - Fahrenheit!!), lower thermostat, look thermostat (now 51 degrees), lower thermostat, look thermostat (now 31 degrees – cold enough), go lift, look lift (we see empty tool niches), look niche, take gem, D, look lift, look niche, take gem, D, look lift, look niche, take gem, D, look lift, look niche, take gem U, U, W, W, S, get acid, get calcium N, N, mix chemicals (now we see calcium chloride), GET calcium S, E, go lift, D, D, W, W, S (here we meet the Lizard), drop calcium (the Lizard transforms itself into the sleeping Doc Connors), examine Connors, get gem, get connors (again more weight), N, N, N, talk madame (if she knows something, she will inform us about objects and creatures), scan gem (Madam Web tells us that it would be a safe place to put down the jewels here), drop gem, drop gem, drop gem, drop gem, drop gem, drop gem, score (38/100 should be indicated here), S, E (because we turned down the thermostat here before, ther is Ice, yes, exactly - ice), get block (it is in fact an aquarium), get statue, W, S, E, go lift, U, U, U, drop statue, W, raise thermostat, raise thermostat, raise thermostat, Inventory, look aquarium (we see a jewel in the water), empty aquarium, take gem, lower thermostat, lower thermostat, lower thermostat, go lift, get statue, D, W, W, S, get chemicals, N, N, make web (we are informed that it was only a partial success... however we did make a net), drop paper, S, E, go lift, D, W, W, jump up, pull mesh, drop mesh, go duct, get gem, cast web, at fan, look fan (we see a button), cast web, at button (we repeat „cast Web - at button“ as long enough until we here a click - and the fan stops), go fan, get gem, D, D, D, D, D (we now have come to a badly lit cellar), get octopus (we only have one of its arms - the others are stuck in a press), hit electro (Octopus and Electro are now deaf), examine octopus (we find a jewel), examine electro (we also find a jewel), get octopus, get electro, W, drop connors, look dial (172 Pound), drop ocotpus, look dial (422 Pound), drop electro, look dial (607 Pound), drop desk, look dial (687 Pound), drop couch, look dial (757 Pound), drop block, drop statue, look dial (957 Pound), get gem, E, get gem, get gem, U, U, U, U, U, go fan, D, D, feel north (we feel a door and enter another small office) get gem, S, feel south (again the same), get gem, N, E, E, go lift, U, W, W, W (here we meet the Ringmaster), jump up (the Ringmaster advices us to disappear - now he is a hypnotition, so don't look at him), close eyes (everything is dark however we know where we are and

where we must go to. We remember the button, which we saw in the area to the west of us), W, push knob, turn knob (it clicks), open eyes (the Ringmaster is not here), get gem, start computer, type start (with this we start newspaper production in the cellar), E, E, go lift, D, D, W, W, N, N, drop gem, drop gem, drop gem, drop gem, drop gem, drop gem, drop gem, drop gem, score (88/100), S, S, E, go lift, U, W, W, jump up, go duct, go fan, D, D, D, D, D (here we see a folded newspaper), get newspaper, open newspaper, get gem, U, U, U, U, U, go fan, D, D, E, E, go lift, D, W, W, N, look west (we see „bio gem“), cast Web, at bio (and already we have him), get gem, N, drop gem, drop gem, score (the Chief Examiner appears and says: Save this password:MICAH) - 100/100

Final Message: FANTASTIC! You've solved it ALL! The Adventure is over - and so it is!

That was it for this time from our side for this month. We hope, it gave you a bit fun again. See you later.....

(c) 2004 by Harald R. Lack, Möslstraße 15 a, 83024 Rosenheim,
Hubert Kracher, Schulweg 6, 83054 Großholzhausen1



the manual for the players. Someone is able to for example re-design a midfield player to a defence player, by simply pressing the key „P“. The ability of the player really drops for this range, but nevertheless it is possible, when a player is used at another position.

The game is unfortunately not that fast and someone will enable the commented mode probably only with very important games. Above all however the multi-player option makes it interesting, at all which computer game itself let's play with 31 fellow combatants?

Infobox:

Positive: Simple operation, multi-player option. Negative: Calculations are very slow, only a few criteria for players, other management options such as stadium development, prolongation of a contract etc. remain unconsidered, documentation very scarce and incomplete.

Conclusion: There were already better management simulators, but none for 31 players.

ZX football manager 2005

Author: Triumph Game Labs
Distribution: Cronosoft
Price: about 3,00 Euro, 1,99 UKP
Year: 2004



Completely after modern examples this football manager is provided with a year-number and as a precaution they selected 2005, so it's still up-to-date a year after appearance. The same is the custom with PC and console games for a long time.

To the story of this game: The manager of Tottenham Hotspurs got sick. By an occupation-program for unemployed Spectrum-users the player now get's a job to steer the fate of the English traditional club. Here we go.

What is noticeable directly is the user-friendly pointer-control in the program. By symbols you can click yourself into the team list, into the transfer market, to the scout or coach or in the stadium. But we will begin with the team. First the entire crew appears, however without player criteria. You can only see these, if you look at the respective player. A notepad is provided in this game, although there are not that many criteria at all for the players. Important are only ability and fitness. The notepad is then used for the positioning, because this is made in another menu option and there again you can not see the ability and fitness of the players. There is another third criteria for the players, however not indicated, and that is talent. Talented players attain more abilities, if they are used. That is only recognized, if you supervise whether the ability of a player changes after a game. It is great that there is a Scout. This way you can not only let him search for qualified players but also for talents. In addition to that you have to enter a value, in which grade the player is talented. Here there is a lack in play noticeable, because I don't know the value. There is no limit, so I don't know what I need to enter. It probably only helps to try some. The Scout can in addition be used to spy on another team. This way you can

the NES- and Sega-era two further switches are put on the base of the stick, but those are difficult to reach and disturb the classical design and functionality. To the black original model applies however: also after 20 years single-button action is a must.

More documents

The Joystick-gallery at www.thosewherethedays.de explains the different variants of the classical joystick, shows equipment and technical inside design of the best single-button controller.

Article sent in by Wilko Schröter

Game-Reviews

Footballmania

I have bought 2 new football manager programs from Cronosoft. But was it also worthwhile? Here an overview of both games:

Football Glory

Author: Graham D. Shaw
 Distribution: Cronosoft
 Price: ca. 3,00 Euro, 1,99 UKP
 Year: 2003



The Cronosoft titles look promising. They are designed clearly, with cool colour covers and manual. It is beautiful that someone still receives software on tape-cassette in the year 2005 for the Spectrum. Football Glory is again a football manager program. Again, because there are very many of them. But a new program needs to be examined. Very good, although the pre-settings are extensive. As with legendary football managers it allows you to change everything, i.e. the team

names, player names or whether there are two and/or three points for a victory. Particularly worth mentioning here is also one can enter a number of players. This feature is not mentioned at all in the manual, therefore I tried it out: Full 31 players can play along. Well, if that is not seducing, let's invite the whole family...

On to the play. Here you can discover the usual features, the player list and positioning, transfer market and as an extra one can set the play mode. Here you select between a mode where the results are indicated after playing, or a mode where all play courses are documented together and you have the possibility with each play interruption (ball out) replacing players or play change tactics. The play is embellished by occasional events, like transfer offers from a foreign country.

The players have only very few criteria, a score for his abilities and one for his fitness. The player abilities increase by appropriate training. The fitness depends on whether the player is deployed in the team. Something I noticed is, a undocumented feature in

Book reviews

The Computer - Sinclair ZX 81

from: Christian Wurster: Der Computer.
 Eine illustrierte Geschichte, Taschen
 (2002), S. 158-163



SINCLAIR ZX 81 THOMAS J. SCHULT

It was supposed to become a pocket calculator, a real programmable one. The „electronic calculator“, the one which I owned at the beginning of the eighties, was also called „programmable“, but its instruction language did not offer neither loops nor conditions, repetition, no if-then - like a car which can only drive straight ahead. There were also different ones, which I knew from an older student, who showed me at the North Sea beach in the vacation, how one could use a pocket calculator to land on the moon. That was not very sophisticated visually, but the rhythmic red glowing numbers from the display indicated height and fuel reserve. One could also do some steering.

So it should be a moon landing computer. Promptly the „Spiegel!“ published a full-page advertisement, on which a respectable businessman was bending over to look at a small black thing on the table. Besides stood something for an unbelievable 400 Marks for a complete computer: the Sinclair ZX81. I peeled off the advertisement and took it to school. Gregor, to whom I in my humble opinion, attribute the most authority in the province with new technologies, answered to my question, what could someone do with such a computer, suprisingly „everything!“, thus the decision was made. Soon after that the device was packed up in a cap, transported into school and admired by Gregor.

My first program for the built-in basic interpreter had the function to let the zx81 continuously write question marks on the screen. I will not attempt to explain the sense of it. It was the fascination of letting a dead piece of material do something for me and for an in principle unlimited period of time. The output screen was an old black-and-white television, at which I stared at close distance with watering eyes. Whether the Sinclair was to be used meaningfully? Someone could not even write a letter with it. A printer was available, but who wants to show his creations to someone? It required silvery shining special paper, as broad as a supermarket receipt. A writing program was missing anyway, men had to hide letters in a sumptuously vocabulary of the basic dialect (slow steps then pause and return -). Games that were bought by a friend and after several attempts by a crunching tape recorder could be mediated, had a volatile journey. I never arrived at the moon.

Some programs were limited due to lack of storage space (first a kilobyte, 1000 characters) on trivial points. At that time I did not hear the secret mockery in Gregors head, when I told him about my program to the create prime numbers. Instead of the question marks it showed prime numbers on the screen, beginning with two, and

without end. Perhaps a regularity is noticeable to me, and I will become famous, I thought.

Perhaps it is good that I wasn't right. The kind of celebrity that the inventor of the zx81, Clive Sinclair, in its homeland Great Britain had become, was quite questionable - with 17 he had taken distance from the educational system, which did not offer space for his ideas. He created companies, failed, rose again, invented and developed pocket calculators, home computers, mini televisions, mobile phones, electric vehicles - market-revolutionary and always affordable. Maggie Thatcher named him to Sir in 1983, two years later he finally went bankrupt.

Sir Clive Sinclair always built like he thought about it. At the time of the zx81 he was the largest computer manufacturer of the world - in numbers of items produced -, and in computer history he will certainly have a place for all eternity. He is the inventor of the hardware which caused a collapse of prices. Its prescription: take a real computer and cut everything away until it can be offered for less than 100 British Pounds - half as expensively as any comparable machine at that time. The quite meager zx80, already using the Zilog Z80 as its processor, came to the market at the beginning of 1980, the improved zx81 in March 1981. Within two years Sinclair Research, Sir Clives company, had sold 700.000 of the two machines.

Later, when I was a philosophy student, I wanted to undertake a second approach with the zx81. Gregor studied computer science in the meantime. After the memory had increased to 16 kilobyte at Christmas, the largest obstacle for a serious occupation with programs seemed to be the keyboard. It was a foil with tiny imprinted keys, which were hard to obtain, and which they tried to compensate for with fivefold allocation - one had to find only the correct auxiliary key.

Again an advertisement helped: an external keyboard particularly for the troubled Sinclairisten was with connected simply and afterwards worked comfortably. After connecting it, nothing worked. Pressing the keys showed no effect, even reinstalling the foil malfunctioned after rapid disassembly of the new keyboard. The whole installation had become within one minute electronic scrap. A ride to a computer store into Dusseldorf brought the laconic information that Sinclairs were not repaired at all.

How it ended? I could sell the new keyboard quite easily, although with a bad conscience. Perhaps it entered the Sinclair history as a serial killer. The computer brought twenty Mark from a amateur broker. Some years later I actually decided to become a computer scientists. And Gregor broke off his study. Possibly he tried to use a real computer too early.

Article sent in by Wilko Schröter

Joysticks – Competition Pro 5000

from: Winnie Forster (Hrsg.), Stephan Freundorfer: Joysticks. Eine illustrierte Geschichte der Game-Controller 1972-2004, S. 30-31

Kempston Competition Pro 5000

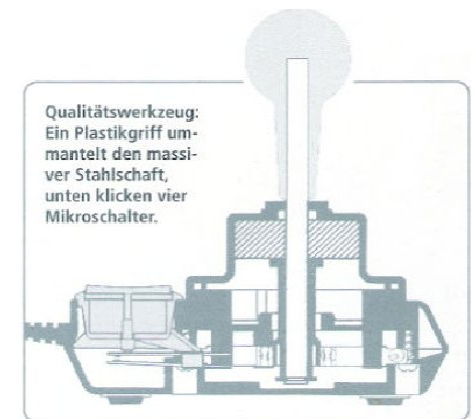
▶ At the beginning of the 80's the plastic sticks of the Atari VCS were a world-wide standard. Also most home computers, which conquered the game market, use the Atari connection. The uniform interface affects accessory manufacturers, who had released their own stick alternatives for the first games-run.

One the most popular compatible Joysticks is the „Competition pro“, which with solid processing, plastic surrounded steel shank and framed fire buttons reminds one of stable arcade controllers. In contrast to the Atari stick the Competition pro possesses two large red fire buttons. Nevertheless it is not a two Button stick, but a one-button controller for right- and left-handed people: both fire buttons are wired identically.

The high-quality technology of the Competition pro can be felt and heard, which compared to other Joysticks can be moved only around millimetres and with its short space is perfect for fast direction commands (and not very suitably for precise cursor positioning). Each movement lets the stick click gently: ‚four microswitches‘ proud Competition owners glitter, while they crack the Highscore.

In later models microswitches were also hidden under the two fire keys, the Competition Pro becomes the loudest joytick - one recognizes the Pro player by the clicking. Some variants do not click at all: whether the Competition-version with black (instead of red) ball concerned the earlier versions or a later cheaper edition, GAMEplan could not clearly clarify. The Competition Joysticks without micro switches were not really bad.

During the time Quickshot and countless copies were fighting the lower price segment, the Competition was conquering the luxury class in the USA and Europe. Variants for hardware appeared beside the Atari standard, models with continuous fire, separate fire buttons as well as with transparent housing and reflecting chrome imitations. In



Anschluss	Trotz weniger Funktionen zehn Jahre lang der beste Joystick	Funktionsträger
Atari 9-Pin	Kabellänge 1,50 bis 1,70 m	1 Stick digital
	Gewicht 230 g	2 Feuerknöpfe digital
	★★★★★	